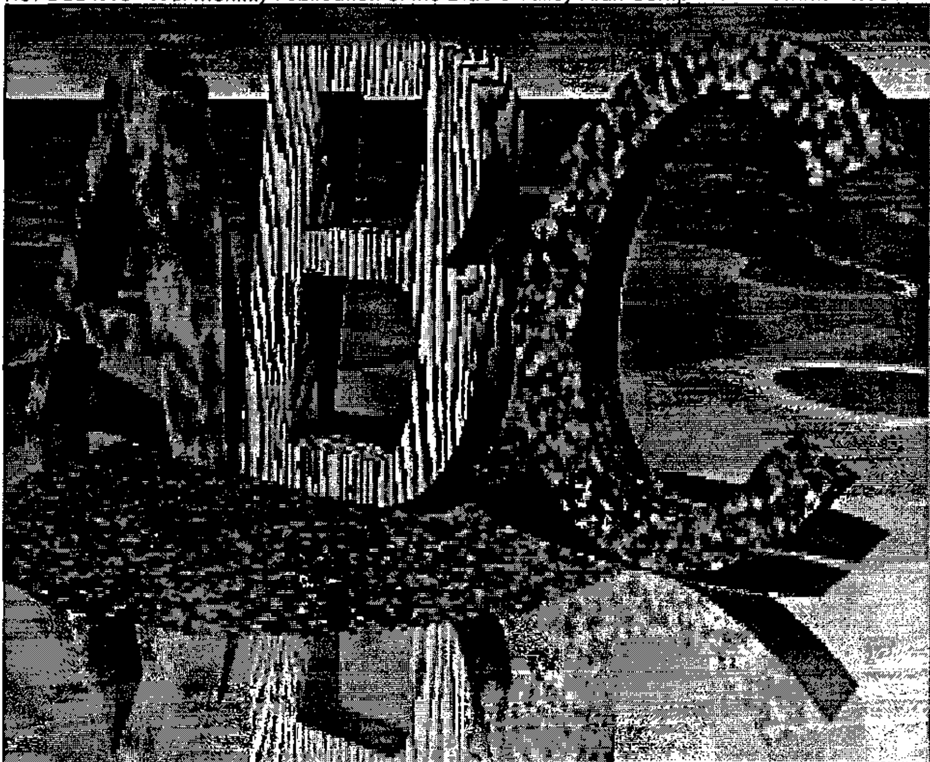
The DACE Desktop

An Information & Opinion Exchange Newsletter

Nov-Dec 1993 A Bi-Monthly Publication of the Diablo Valley Atari Computer Enthusiasts Issue IV.I



FEATURES

DEPARTMENTS

EDITOR
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COLUMNISTS
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John Dickerson
Daniel A. Galant

The DACE Desktop is the official newsletter of the Diablo valley Atari Computer Enthusiasts and permission is hereby granted for anyone wishing to use the content as long as the original source and author are given credit.

If you have any feedback, opinions, comments, or suggestions, please feel free to contact the editor or one of the officers.

DACE is an informal association of Atari computer owners formed to further expand the potential of the Atari lines by exchanging information and mutual assistance.

DACE is a non-profit organization and not affiliated with Atari Corporation. We support all present and future Atari computers.

Membership is $30/year and entitles you to receive this newsletter, AtariUser, discounts on raffles, Disks Of the Month, and participation in our DACE Marque program.

For further information, please contact Daniel A. Galant at (510)689-8256.

On the Cover

InShape—a new 3D rendering and animation package by Digital Arts and distributed by Cybercube. Amazing stuff eh?

The Editor Speaks

Welcome. Notice anything different? Let me help you. This edition marks the beginning of our newsletter going bi-monthly. The reasons for this are several.

First of all, putting out the newsletter bi-monthly will make the work load on myself a bit easier to handle for now, rather than suffer major burn-out—something I do not care do. Secondly, it will bring our yearly printing costs down somewhat and help our budget stretch just a little further.

Take note that we are not doing this strictly for financial reasons. We are not having money troubles and DACE is still strong. This has been primarily my own personal decision to help my own state of mind.

During my tenure as Editor I have tried to maintain a high quality publication. During this time I have learned quite a bit about DTP, layout and other printing related matters. All of this information has helped me to improve both the look and ease of doing this mewsletter. I have enjoyed this process and will continue to function as Editor for as long as you'll have me, and my nerves can hold out.

You will notice that we now have two months of calendar information for you to tack up on your wall. On these calendars we have clearly marked the important days that you should make note of. Refer to this useful item often and never miss a meeting.

Going bi-monthly will also allow us to fill the newsletter with useful information as opposed to padding it with 'stuff', something I've done often in the past. If you have an article you'd like to see printed, send it in, please.

I would like to thank those of you who have contributed to this newsletter in the past and continue to submit articles for publication. I also wish to thank my wife for being understanding in my desire to pursue this. I love you sweetheart, thanks.

Till next time...

The President's Page

by Daniel A. Galant

Welcome to another edition of "Speak my peace". The monthly (now bi-monthly), part of our program where the President, (me), gets to put his thoughts onto paper for all to read.

This month I'd like to talk about happy times. I'd like to tell you all about the wonderful things that will soon be happening in the Atari market and trickling back down to us as a club. I'd like to tell you of our soaring membership and happening events that will be taking place over the next year. But I can't.

What I can tell you about are the same tales you've heard and read before. What I can mention are stories of people leaving the Atari world for greener PCs. I can pass along stories of failed events and poorly attended meetings.

The problem with those, despite their being true, is that they are also depressing. One of the things we have tried to maintain in the past is to stay away from the depressing reality of being an Atari computer owner.

Just how depressing? Go into the local Egghead and ask me that question again. Take a look at the shelves in almost any store, see the PC software and then try, just try to find something Atari.

Go venture over to the magazine rack, what do you find? Check out the yellow pages under computers, how many entries are there? Let's face it. We are in a very special market.

Things would be wonderful for us if we lived in Germany. Things would even be alright if this were England. Unfortunately this is the USA and IBM and those Apple guys hold the high ground. (Sort of reminds me of Gettysburg, a good film by the way.)

A few years ago we could have taken the high ground, should have taken it, but the Generals didn't push the advance well enough. Now the other guys have it, and they're not going to be knocked off. We had the better army. We just didn't seize the moment.

So what do we do now? Where do we go? We can stay right where we are and hope that something good will happen, someday. We can follow so many others who have crossed over to the other guys and become mainstream users. We can continue to roll merrily along and be content with a computer that works, quite well, but will remain a thing of the past. And for some that is more than enough.

The Atari is and will be a good machine. But with the advances the other platforms are making, how long will we be able to keep the users attention? In todays marketplace, glitz and glamour go much further than form and functionality. And let us not fool ourselves. The other guys do function quite well, as well.

I don't know what will happen during the next 12 months, none of us do. I like my machine. It has performed well for me and I have learned a great deal with it. The horror stories I hear from the IBMers are enough to make my skin crawl, but then, I've had my troubles here too.

So what does the future hold? I guess we'll wait just a little longer.

JAGUAR Atari on the Edge

by John Dickerson

Don't forget that dues are due!. The dues for 1994 will remain at $30. Bring cash or checks to the meeting or mail a check to John Dickerson, PO Box 673, Diablo, Ca. 94528. Nine members renewed at the last meeting.

When Bob Brodie of Atari came to visit us a few months ago and mentioned that Atari had high hopes for the Jaguar game machine, we could have bought Atari stock for $.75 a share. Yesterday (October 15) the stock reached $8.38. Sadly, I haven't heard that any of us was clever enough to buy any!

I have recently noticed many articles on this subject in newspapers and magazines, and quite a bit of interest on the bulletin boards. Much of the information presented was contradictory, so I am sure some of it must not be true. So I will not guarantee that the information I am about to give is entirely correct, but I will do the best I can to sort out what I have heard and read.

I am sorry to report that it is not brisk sales of the finally available Falcon that have driven up the stock price. It is the current investment buzzword "interactive" that has done it. This Christmas's new generation of $200 to $400 game machines will feature fancier technology for graphics and sound. There will be much competition for this market, including a new American competitor, the 3DO Company, which was started by Trip Hawkins, the founder of Electronic Arts. In addition, the ommnipotent and rich Japanese companies are busy looking for opportunities in this area.

Atari actually has contracted with IBM to manufacture the machines, perhaps because of all the problems they had with getting the Falcon made overseas. IBM had an empty factory in North Carolina and so it is a good way for them to keep people employed. I am unclear on the business arrangement of this deal, that is whether or not Atari will just directly pay IBM to manufacture the hardware or whether there will be more of a partnership agreement between them.

At any rate, IBM has no competing products in this area and it would be in their interest for Atari to sell a lot of machines. We have heard that IBM is intervening on Atari's behalf with third party software developers. As we club members know only all too well, Atari can't expect to establish a large user base without a lot of good software available.

Atari's main competitor will be the 3DO Company. Atari's machine will sell for around $200 and 3DO's will be more expensive, but perhaps with more features. Atari is billing the Jaguar as a game machine with awesome graphics, sound and speed with the potential for add on's, while 3DO is pushing more of an all around "interactive" system. 3DO's system will be more of a "public do-

main" platform like VHS tapes or IBM clones, while it is unclear to what degree Atari will want to control products for their machine. 3DO has many powerful partners and lots of cash. They sold stock in an initial public offering earlier this year and the last stock price I saw was $47, up from a low of $18.50.

Several articles I have read have talked about the need for these products to be introduced by Christmas for either company to survive. I am not sure why this is exactly, as the Japanese seem to be behind us on this technology.

Atari has announced a test marketing in the New York area before Christmas with the rest of the country to come next year. As I recall, to introduce the Lynx, Atari consigned a small number of machines to J&R Music World, a New York catlog retailer, and hired a billboard in Times Square for the Macy's Thanksgiving Day parade and then sat back to see if anybody bought any. This was when their only competitor was the black and white GameBoy which sold for $100 vs. $150 for the Lynx.

For a long while afterward, there were only a half dozen or fewer games available for the Lynx, while Nintendo and allies churned out dozens. I read somewhere that somebody at Atari has publicly stated that they didn't promote the Lynx properly and that they would not make the same mistake with the Jaguar.

The recent accquisition of TCI Cablevision by Bell Atlantic has set off much discussion about "further consolidation" in the media industry. I have not heard any takeover rumors for Atari but everyone is aware that Time Warner has around a 25% stake of the company left over from the old company troubles. In addition, Time Warner and Atari have an alliance of some sort on Time Warner's library products being used on the Jaguar (a roadrunner and coyote game?). The Tramiels own about 50% of Atari, so any sort of deal could be done without a protracted takeover fight.

Frankly I suspect that the Jaguar will be Atari's last chance to make it as an ongoing company. If it is sucessful, perhaps they will support other new products such as Falcon upgrades, but I would not be surprised to see them drop the Falcon altogether in the struggle to promote the Jaguar, if in fact they have not already done so.

Perhaps if things go very well for Atari, they might even resume support for their old products, like the 130XE computer, XF-551 drive and AtariWriter word processing program I am using to write this article. Perhaps I will win the lottery and buy all the 8-bit rights from them and start up an 8-bit support company! It is heartening to realize that all three of these Atari products that I am using have upgrades that have been developed by others since Atari abandoned us, and I am confidant there will be more in the future. I think this will be the case for the 16-bit line as well.

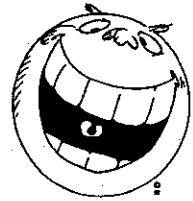
Thought for the Month

What is an occasional table doing when it's not occasionally being a table?





Strange but True



compiled by Mark Butler

The following is a list of strange but true stories of some "typical" users. Enjoy.

How about the user who was getting random garbage on her screen. Tech support tried for days to help her, until it was discovered that she was a) nearsighted, and b) somewhat heavy. She would type something, then lean forward over the keyboard to see the screen.

One of our new accounts reps is the quintessential computer phobe. She can reel off the entire list of documents you need to close an account on the account holder's death without blinking an eye and quote the insurance-of-accounts rules chapter and verse. But where the computer is concerned, every day it's all brand new. You can explain things to her until you're blue in the face and think you are making progress, but then the next day it's as if she's sitting down to it for the first time.

I got a call from her one morning saying that there was "weird stuff" all over her computer screen. I asked her to describe it. I had seen 3604 teller terminals display German letters and Chinese characters when they were acting up, and my own PC had a tendency, sometimes, to act as if the 'Ctrl' key were stuck down and display odd characters when you started to type, so the idea of "weird stuff" on the screen was entirely plausible.

"Well, it's blinking at me, and over here there's the letter 'C' and there are some dots and a line and this little arrow. I don't know what the heck this thing is doing."

Not having a good enough imagination to picture what she was talking about, I decided to go upstairs to check it out for myself. When I got to her desk I saw exactly what she had described over the phone: the standard DOS prompt.

One of my friends is a PICK programmer. He tells of a friend of his who went into the PICK error log and replaced the "Unknown Error" message with "Something is wrong with the universe." Users loved that one.

I work in tech support for a company that produces payroll reporting software (among other things). The forms (W-2's) laser print, but we also provide perfed paper with a Fed notice on the back. A few times every tax season I will get calls from frantic end-users who are certain they have the software configured wrong, or that they got the wrong paper. These calls are usually right before the filing deadline. You see, it seems that whenever they print, our forms print right on top of the preprinted employee notice.

My favorite caller in this vein was an obviously overstressed gentleman who, upon the suggestion to turn the paper over before placing it in the paper tray,

cont pg 7

Strange cont

burst into gales of hysterical laughter followed by a perfunctory thanks.

My uncle, who once worked for a large multinational who decided to equip one of their very remote one-man sites (Outer Hebrides or somewhere) with a P.C. After it's arrival, the novice operator was constantly phoning the Head Office to complain that the P.C. would not read any of the (standard 3 1/2") disks that he was being sent. The company arranged for an engineer to visit the site & upon arrival he could not find anything wrong with the P.C. He asked the operator if he could have a look at the disks he had been sent to date & was promptly presented with a stack of disks minus the plastic covering. "They should make these things easier to open" was the comment of the operator.

I work in a savings & loan, and several years ago we underwent a complete system conversion that put a terminal controller at each branch office, replacing two central controllers at the operations center. The controllers operated off of a 5 1/4" floppy.

Shortly before the final conversion, as we were bringing up branch locations for testing, I called one of our branches and got the computer-phobic branch manager on the phone. He was retiring at the end of the month and had stayed as far away as possible from learning anything about the new system.

"Wade," I said, "I need you to take that diskette for your controller, put it the slot at the top of the unit and press the Reset button." He went off to locate the diskette. "Want me to take it out of the envelope?" he asked when he came back to the phone. "Sure," I replied, thinking he was talking about the Tyvek sleeve. He came back a few seconds later. "You know," he said, "I don't know if I'm going to be able to get these little pop rivets loose."

I have been in Computer service for 20+ years—obviously this goes back to BPC (before PC's). Here are a couple that come to mind.

We had an error report one time on a tape drive with the Select light always on, never went off. The person that wrote up the report told us he had allready tried changing the light bulb, but it stayed on.

Another one in the PC world. We had a customer that could never restore her backup disks. After throughly checking out the PC we asked where she kept her backup disk. She replied "right here" as she took the disk off the side of a metal filing cabinet, where she held it in place wih a large magnet.

I work in the Data Processing department of a savings & loan. It is common practice for the savings officers to put restraining messages on an account that require an override before certain types of transactions are allowed to go through: "See signature card," "Two signatures required for withdrawal," "Employee account", "Direct deposit account," and so forth. One morning one of my co-workers, who was the unofficial "Help Desk," got a call from one of our tellers. "I was trying to put through a transaction, and I got a message that the customer was an invalid. What am I supposed to do?" After several rounds of questions trying to determine if the account had been set up as a trust, or if perhaps someone had Power of Attor-

ney for the account, Jayne (my co -worker) decided to go back to the beginning.

"All right, Becky, tell me exactly what the message said." "It just said 'Invalid account.'" Jayne wrote it down on her notepad and then nearly choked trying not to laugh when she looked at it. "No, Becky, that's not 'IN valid account', it's 'InVALid account.' It means you keyed the account number in wrong." "Invalid account" has become a standing inside joke around here, and I always think about it whenever I am composing messages to communicate with users of the programs I write. Clarity takes precedence over brevity every time.

"WordPerfect Corporation maintains a free telephone number for its US customers to call to get help. A caller said they were having trouble installing the program. Everything went fine after the first instruction which was to "insert disk 1 in drive A" and press enter. Then the prompt would come on to "Insert disk 2 in drive A". The caller said they couldn't fit the second disk into the machine! "The first one filled up the slot."

A 'Normal' day in tech support FX.

Me: Good Morning! Richard, Technical Support here. How can I help (NB: This was in the old days when I was polite to people)

User: I've a problem with this PC, I think I'm running Lotus1-2-3.

Me: Yes? What's the problem?

User: Well I've just saved the screen onto this floppy disk like the boss said and I've got a problem.

Me: YES! WHAT's the problem then, (FX: sound of hair pulling)

User: The screen is saying 'Press any key'

Me: Yes...so?

User: Where's the any key?

Me: ARRGGHHHH! (FX:sound of head hitting table a few times)

User: Hello, my monitor's not working

Me: Asks normal questions a) Have you turned it on, b) Is it plugged in, c) Have you checked the brightness and contrast, d) etc...etc..

User: Yes

Me: Oh, (jokingly) give it a good hit then.

User: OK—BANG (the kind of noise only a VDU blowing up can make)—well, its definitely busted now!

Me: THUD (falls off chair and hits table on way down).

Why didn't I take up a nice stress free job like bungee jumping instructor?

What is the definition of a split-second? The time between turning off the PC and realising that you haven't backed up the last 3 hours worth of work. (Known politely as the 'Oh dear me' factor).

And the definition of a consultant? Somone who knows less about the system than you do, gets paid a lot more than you do, and tells you how to write the system, even though you could write the system in half the time and cost, rather than how the consultant tells you to do it.

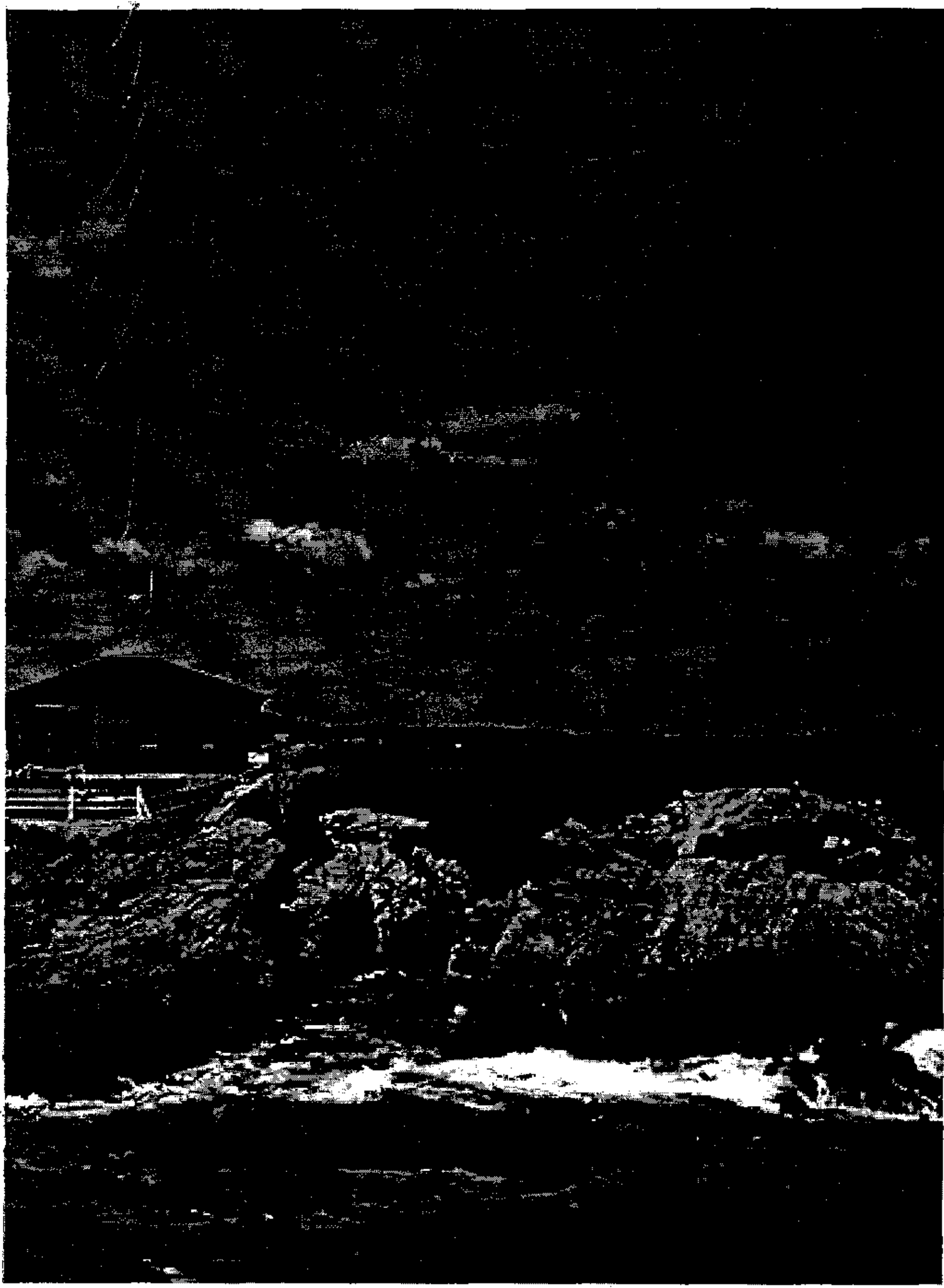
What about the defintion of a programmer? a) an installation owned error generating system. b) the incompetent writing the incomprehensible.

And finally a thought for the day.

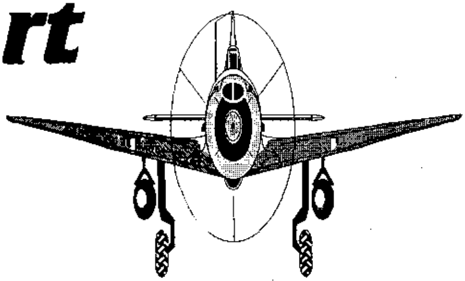
A truly wise man never plays leapfrog with a unicorn.—ANON.



Photo from Kodak sample CD. Imported at Base resolution.



Ancient Art of War in the Sky



by Robert Coleman

Attention, all you flight sim fanatics and wargamer-wanna-be's. Please press the pause key, gaze beyond your monitor's screen, and bring your joy sticks to their full upright position. Microprose has unleashed, yet another wonderful product, that is guaranteed to fill up more space on our hard drives and find you crawling into bed at 2 AM in the morning.

If you're like me, you've got a soft spot in your head for whatever Microprose throws our way. At first, I was a little skeptical, as I looked at the packaging and the colorful screen shots. Not another WW1 flight sim ! Didn't they release one for the Atari a couple of years ago? The front of the box does not give you much of a clue about what awaits you inside. It looks like an arcade game, I thought. Cute little biplanes flying around with puffs of smoke coming out their tails. Another screen shot shows aircraft flying over colored terrain, sprinkled with mountains, rivers and forests. Well, at least the graphics look great. Then I ran across the words, "campaign editor"... Bingo ! That sold me right away. Any decent flight sim or war game that lets you design your own map and plop down the playing pieces, gets my immediate attention.

Alright, let me tell you what this game is not. it is not a detailed flight sim like Falcon or F19. You will not have to buy another book, authored by a former fighter pilot, (besides, there are no longer any WW1 aces alive) to master this game. There is no modem play or head-to-head interface. Just you against the computer. The manual is 84 pages of clear and concise information. The first 40 pages explains the mechanics of game play; the rest is historic filler.It is a very well done manual, in keeping with Microprose's reputation.

Now I'll tell you what this game is. It is a "fun" strategy and action game. It is cerebral enough to tax any war gamers skills, yet it has some very original arcade-like combat sequences for those of you who must have a joystick in your sweaty palm.

Okay, what's inside the box? Four double-sided floppy disks, a technical supplement for the Atari line of computers (TT, 1040ST, 1040STE, and 1040STF), and the manual. You will need 1 meg minimum of RAM and a color monitor. Yes, it is hard drive installable and the disks are not copy protected. There is minimal copy protection in the form of a manual-related word you must type in (and it's the same word each time). I cannot offer you much information on TOS incompatabilities or peripheral conflicts. I play my games on a 1040ST with TOS 1.0. For serious computing, I use my other ST with TOS 2.06, HD, and all its peripherals and accessories.

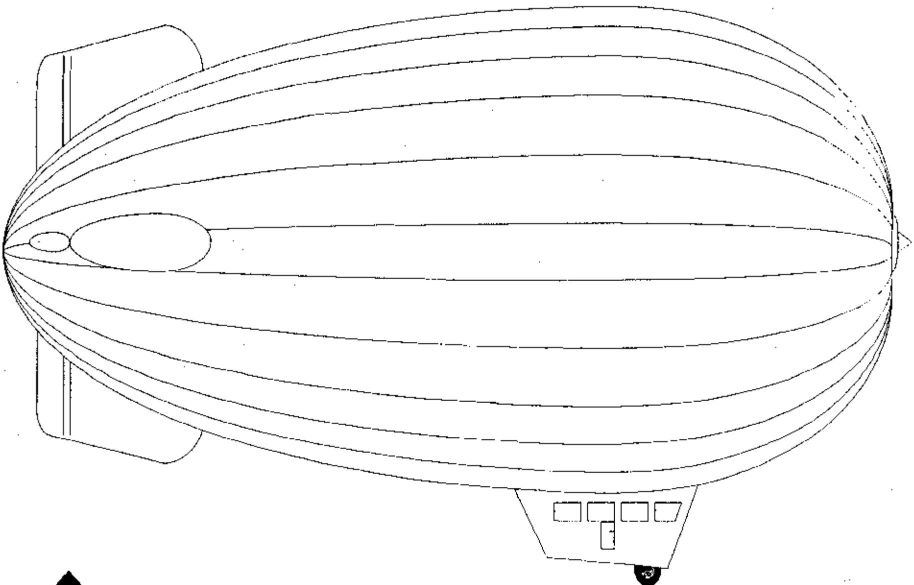
So let's start playing the bloody game ! Each campaign in "Ancient Art of War in the Skies" contains a battle front (trench line) that separates the Allied side (green) from the Central Powers side (red). Your objective is to access the strengths and weaknesses of your opponent and use strategic bombing to advance the battle front into enemy territory. Victory is achieved through destruction or capture of the enemy capital, eliminating the enemy's airforce, or destroying/ capturing all the enemy's airfields. Your playing field is a 20 x 20 piece color map, of which you see about 1/12th of all the terrain. A small pop-up map is accessible to view the entire area also. It is from this overhead view that you run your campaign. As you peer down you will see a long, snake-like line, running from the top of the map to the bottom. This is the front. You are on one side, the bad guys are on the other. As you scroll around with the arrow keys or the mouse, lots of different structures come into view. There are mountain ranges, rivers that wind through the countryside, and forests. Scattered about are cities, villages, airfields, bridges, factories, forts, supply depots, and the capitals of your respective countries. You have two types of planes – fighters and bombers. Both are stationed in the airfields, dotting the map. For simplicity sake, each side has one type of fighter and bomber. A green Sopwith Camel represents the fighter for the Allies and a red Fokker DRI, triplane, for the Central Powers. The bombers are the British Handley-Page O\4OO and the German Gotha.

After starting the game and listening to the musical score, you arrive at the main menu. It is from here that you can access all parts of the program. Your options are: 1) Go to War – play one of the predesigned campaigns that comes with the game or one you have created. 2) Continue Saved Game – self-explanatory. 3)Training – choose from a dog-

fight with a famous WW1 ace, or fight successively harder opponents to rack up as high a score as possible. For bomber training, you practice dropping bombs on dummy targets. Other bomber options include a proficiency test to score points for accuracy, efficiency, navigation, and tactics. Anti-aircraft fire can be added for that extra blast (hah hah). 4)Game Options– adjusts the music volume, enable/disable the mouse/joystick, control the length of time messages appear on the screen to alert you to fighter and bomber encounters. 5) Campaign Editor– design your own map, choose the number of fighters and bombers for your airfields. You can also give names to your fighter pilots and bombers. 6) Exit– drops you back on the desktop.

Let's go back to the map again. To launch a squadron of fighters and bombers on a mission, you click on one of your airfields with the mouse marker. That brings up a squadron roster. From here you may highlight the fighters and bombers to fly a particular mission. Next a course is plotted on the map. You place down vector lines connected by way-points. Another window allows you to choose your flight settings: altitude, defensive or offensive posture, speed, and type of attack (fighter interdiction or bomb target). Once you've selected all your planes....sit back and watch the action. From your airfield appears a tiny plane that taxis down the runway and takes off. It grows in size as it gains altitude and follows its programmed course. Meanwhile, the enemy launches their aircraft. The sound effects are all nicely done. Along the front, battles wage on with tiny explosions and flashes of artillery fire. The sounds of bombing and machine gun fire let you know that your airforce is engaged with the enemy or your bombers have reached a target.

Let me just add a few points regarding the computer's artificial intelligence. At the beginning of a campaign you are able to select from a list of ground and air "commanders". There are 5 ground commanders that control the action and



movement of the front. They are drawn from actual and make-believe military personalities – Lord Kitchner, Foch, Kaiser Wilhelm II, Sun Tzu, and Helmut von Spike. Likewise, 7 different air commanders control the offensive and defensive priorities of the enemy air force. Figures such as Richthofen, Mannock, Guynemer, and Lou P. de Loupe are a few. The type of enemy ground and air commander you select will therefore determine how difficult or easy a campaign will be. Now back to our previously interrupted campaign.

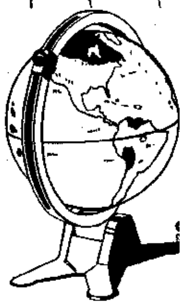
To actually take part in a dogfight or bombing mission, watch for a dogfight or bombing icon to appear on the screen. This indicates your forces have met with the enemy or arrived at a target. By clicking on the appropriate key, you will be able to control a fighter with the joystick or keyboard or take part in a bombing mission. During a dogfight sequence, you view your plane and the enemy from the side. Once again, the graphics are beautifully done and everything moves smoothly. Planes swoop in and out of view, spiral and loop, and machine gun fire fills the air. If you score a kill, black puffs of smoke trail behind your victim and a nice explosion and fireball follows. Sometimes the pilot is seen bailing out. Likewise, you can attack a bomber. There are forward and rear gunner positions. It takes skill and numerous hits to bring one of these babies down. The explosion and falling debris are your final reward.

Bombing runs begin with you looking down through an opening in the bottom of the bomber as it flies over the target area. You turn your bomber with the numeric key pad. A recon photo is available to study your route and highlights your targets. Each bomber carries 25 bombs. A press of the spacebar drops a bomb. As they head for the ground, the bombs wobble and drift. Then you are greeted by explosions. Watch out for that anti-aircraft fire. Puffs of ack-ack dot the screen as your bomber shakes from hits and near misses.

I wish I could elaborate more on all the options and extras in this game. Unfortunately, I've left out many details due to space limitations. One thing is for sure, a lot of thought and care went into this baby. "Ancient Art..." is definately worth purchasing for its replay value and wargaming appeal. Be sure to let the programmers and Microprose know how much you enjoy this game. Maybe this will encouraged them to continue to produce great products for the Atari.

Please press any key to resume your present game...







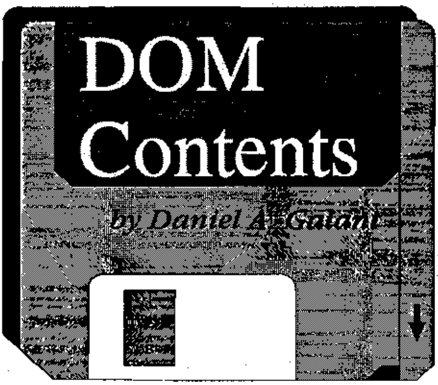
Whats NekST...?!

Good queSTion. November will see us with a visitor! Compo Software will be coming to show off some of their new wonders for us and let us in on what they have planned for the future. Don't miss out on your chance to talk directly with the folks behind the products we buy. You have questions—They have answers.

December will be the much anticipated Holiday Auction. We really have some great stuff to auction off this year so bring the checkbook and plan to be entertained. Last years auction was truly a blast and this years will be even better. Start the holiday season off right. Be there.

Remember—meetings are held at the Contra Costa Water District Bldg., 1331 Concord Ave. in Concord. If you need help finding the place, call one of the phone numbers listed in this newsletter for more detailed directions and\or information.

I really hope to see lots of you there. Really.



November's 8-bit disk will have some nice European demos on it. Just what demos, I don't know. Come and find out. The ST-disk will also be a demo, assuming I get permission to use it. If I don't, well, come and find out what ends up taking its place. Mysterious? You bet. There has to be some mystery left in this world. After all, if we told you everything before the meeting, you might not show up at all. And what fun would that be, eh?

Looking ahead to December, I'm not sure if there will be any DOMs due to the auction. At this time my vote would be against it. Think about what you would prefer and we can all discuss it at the November meeting.

If you should come across some nifty utility or real nice demo, or perhaps a wonderful PD prg you fell we all should be aware of, bring it to a meeting and we can put it onto a future DOM. You'll be sharing your knowledge with us and who knows—you might even get some DACE Marques for it.

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November 1993

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WARNING!

The December Holiday Auction is just around the corner. This promises to be the event of the year. Save your money and then bring it all with you to the meeting. Don't miss this one, you'll regret it someday.

December 1993

S	M	T	W	Th	F	St
			1	2 General Meeting	3	4
5	6	7	8 Hanukkah	9	10	11
12	13	14	15	16 Officer's Meeting	17	18
19	20	21 Winter Begins	22	23	24	25 Christmas
26	27	28	29	30	31	

Useful Phone Numbers

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Vice-President

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Secretary

Jack Garrett (510)798-8466

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8 Bit Disk Of Month

Larry Mangum (510)689-5160

16, 32 Bit Disk Of Month

Larry Mangum

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